

FIG. 1A

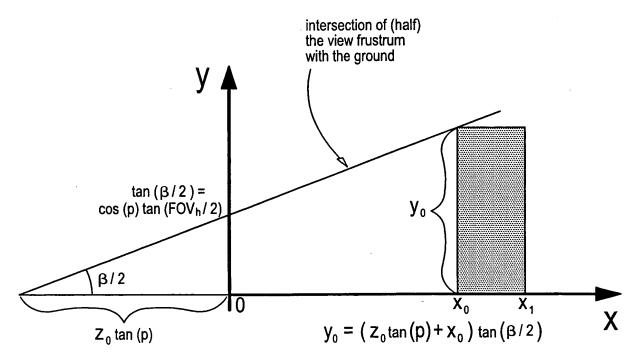
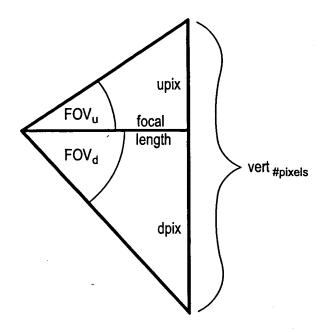


FIG. 1B



**FIG. 2** 

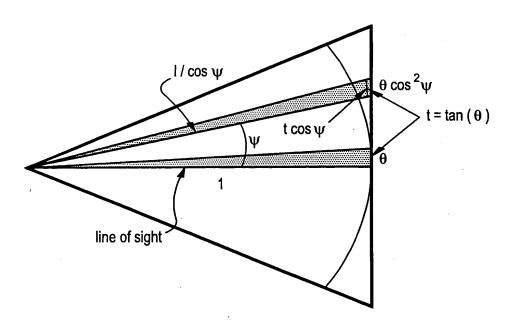


FIG. 3

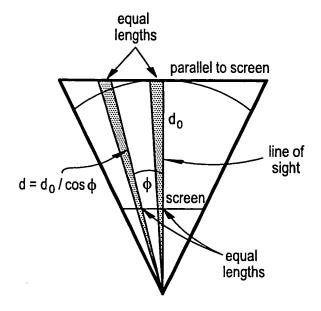
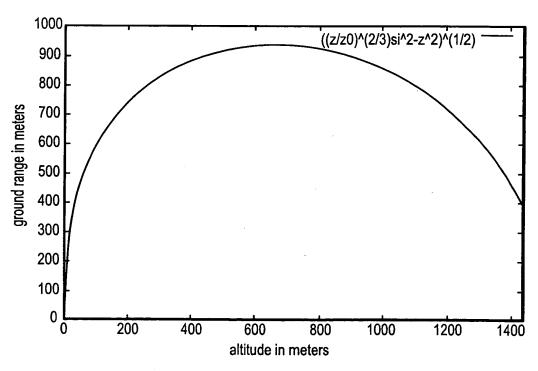


FIG. 4



**FIG.** 5

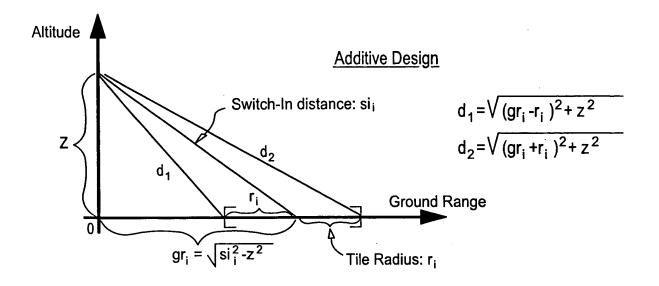


FIG. 6A

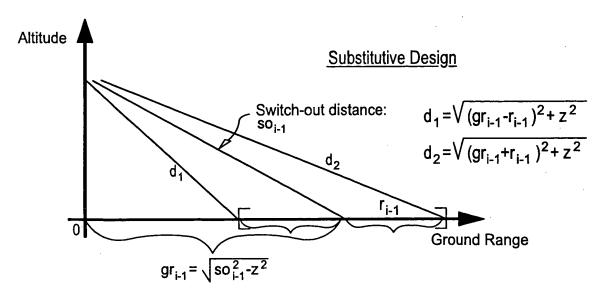


FIG. 6B

FIG. 7A FIG. 7

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FIG. 7A

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	Output (Summary)	humber of cumulative polys per number of polys per polys per km range for each level square	7.24 0.00 172.91 7 25.96 0.04 143.46 30.90 0.20	5 42.12 1.07 44.51 63.10 11 57.41 5.83 24.51 37.94 0 78.24 31.78 11.74 22.60	106.64 173.28 5.04 98.73 697.31 2.16		The "minimum and maximum size of objects in a tile" parameter defines the acceptable size of the objects that can occur at each level of the hierarchy.	These numbers represent the output of a simulation. After any change of input data, the QuadTree Simulation button must be activated, otherwise these numbers are incorrect. They are based upon counting visible tiles in the Simulation, and do		
		Static Switch ranges (before scaling)	47 (4 4-	16,659.54 9,465.65 9,465.65 5,378.21 5,378.21			e "minimum and maximun ceptable size of the object	lese numbers represent the ta, the QuadTree Simulation is incorrect. They are based	t represent what the actual	
		Run Quad Tree Simulation	e Outputs	Visible tiles 68 Visible potys 3,774		Proprietary Information	N3:N4	K27:L31	00	
		static ground e range	<del> </del>	7,229		-	by the simulation specification	egions. The resu		
		tile diameters in range band		,911 0.74 ,455 0.84 ,228 0.99		-	/ the simulat	ard geocell. of the vega r		put-Quad Tree
		tile radius	39,2 19,6 9,8	9, 2, ±		_		effect a stand fine the size		3
	Tile Data	tile size x & y	752+	3,473		_	presumed (	y default to n coverage de	·	eatureSize
	i≌	tile siz	55,560 27,780 13,890	6,945 3,473 1,736	88.4	_	omation" is	nition" to 111,120 b e tiles in the		Output
		grid divisions x & y		222		lacturetione / Intuitione	"Channel and View Information" is presumed to be fixed	"Tilting Scheme Definition" The coverage area is set to 111,120 by default to reflect a standard geocell. The number of quadtree tiles in the coverage define the size of the vega regions. The result is in E26:F26.		Interpretation of Output-TileDesign Output-FeatureSizes
+		level#	357	400	~ 8		E3:E10	E13:E14 E15:E16		Nubrt (
133	74	25	23 23 28	888	৪৯	8 8 5	5	88 88	40	Y

FIG. 7B

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J							/Max. Altitude		lile is visible			20,000	20,000	20,000	20,000	20,000	20,000	10,447	5,162		
						\		Polygon count	<b>\</b>	<b>\</b>		103	95	67	200	255	418	509	1,661	3,290	
Н							ıum /Override density		(OLCAIL)											Total Polys	
G	lation Outputs	444	288		)		iumber of / Density (num	tiles of each size / polysfile),	computed for dall			12.82	23.78	24.35	24.94	25.54	26,15	26.78	92.28		Ū
L	QuadTree Simulation Outputs	LOD Nodes	Group Nodes	//			Resulting	Switch-Out Dist / tiles of eac				8	7	7	œ	9	<u>,</u>	19	48	82	/ ea.
۵						\	\	`	\	\	_	61,697	38,561	24,101	15,063	9,414	5,884	3677	0	Total Tiles	Output-Quad Tree
O					_	\	\	Switch In Dist	\	_		333,540	61,697	38,561	24,101	15,063	9,414	5884	3677		Output-FeatureSizes
8		formation					witch /	Tile Level	scaling)/			_	2	က	4	5	9	7	8		Output-TileDesign (
V.	3. 1. 1. 1. 1. 1. 1.	Proprietary Information					Static Switch	/ ranges	) (before t			72,824	45,515	28,447	(1,770	11,112	6,945	4,341	3		INDUIT OF
	-	~	-			· · · · · •					10	7	12	13	14	15	16	17	18	19	

FIG. 8

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	<u>[]</u>	ity)						_										10000.0 20000.0				. // // /	maxpix in meters - geometric mean of MAX(minipix) and MIN(maxpix)				
,	MIN-MAX size for features in a tile level	(valid for any altitude up to max visibility)																5000.0 100					X(minipix) an			-	
	res in a	o to ma										<u>.</u>						2500.0 50			n meters	Y 1.3.2	mean of MA				
/ 18)	or featu	itude up																1250.0 2			Altitude in meters	•	- geometric				
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second tab	Z	<u>a</u>										÷						က					ters		Ц	_	
tiles see secol	NIN		ŀ		20 +		9		- 08				U)	<b>-</b>	90	77	- 0	156.3					ninpix in meters				
(For Level-1 tiles see second tab	-WIW		07/,		120	S			M.n	Į e				eə.		07		156.3					minpix in meters				
8 (For Level-1 tiles see second tab	MIN		140				Je:	) Jəl	AI U		z!S					7.7		156.3									hod Too /
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8 (For Level-1	MIN	geometric mean of MAX(minnix) and	MMX(minplx) and 140		40.3227123	40.3227123	40.3227123 GE	40.3227123 e	AI U	40.3227123	S					77	geometric mean of	and	78 345.8	691.63078 345.8153885	345.8′	345.8153885	345.8153885	691.63078 345.8153885 345.81	345.8′	691 63078 345,8153885	-
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6 between 2 and 8 (For Level-1	MIN	geometric mean of MAX(minoix) and	n maxpix in MAA(minpix) and 140 T	120.70858 42.104044 WINNINGARDX	20,70796 42,108921 40.3227123	20.70548 42.128434 40.3227123	20.69554 42.20652 40.3227123 <u>B</u>	22.26185 48.822598 40.3227123 0	67,159201 40,3227123	32.09633 90.154633 40.3227123 38.61675 1.22.08015 40.3227123							geometric mean of	maxpix in MAX(minpix) and heters MIN(maxpix) 156:3	172.9077 691,63078 345.8	691,63078 345.8	7 691,63078 345.81	172:9077 691:63078 345.8153885	691,63078 345.8153885	172.9077 691.63078 345.8	172,9077 691,63078 345.8	691,63078 345.8	CARCINE Innet Onther Flahacian Orthur Eastern Cros Orthur Andrea

FIG. 9

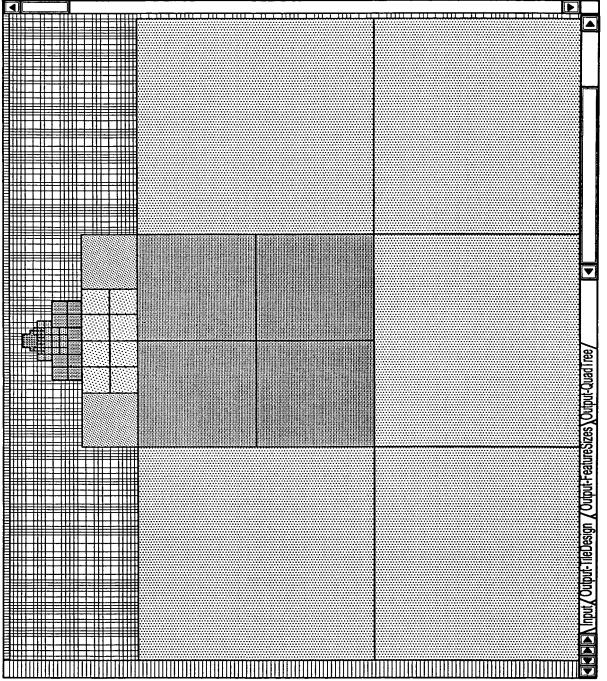


FIG 10

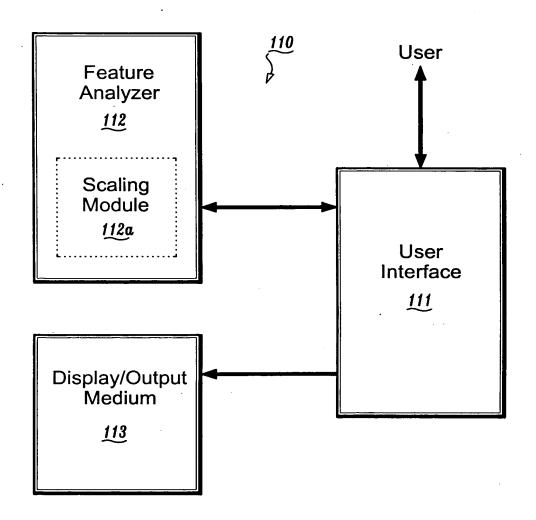


FIG. 11

